

ABSTRACT

CORRELATION BETWEEN ONLINE GAME ADDICTION OF MULTIPLAYER ONLINE BATTLE ARENA (MOBA) GENRE WITH AGGRESSIVE BEHAVIOUR IN ADOLESCENT

Cross Sectional Study

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Introduction: Online games addiction is a syndrome characterized by spending lot of time for using internet and cannot control their usage when online. MOBA game is of the online games genres. Some of problem that occurs because of online games addiction in adolescent are they may develop aggressive behaviour

Methods: This research employs non-experimental study using cross sectional design with MOBA game addiction as independent variable and aggressive behaviour in adolescent as dependent variable. Sampling technique used in this research was consecutive sampling with 103 respondents. Data were collected by questionnaires and analyze using Spearman Rank Test with significant value $p < 0,05$.

Results and Analysis: Spearman rank test showed that there was no relationship between MOBA game addiction and aggressive behaviour on adolescent, the sig. $p = 0,158 (> 0,05)$ and the Spearman correlation value of 0,111.

Discussion: It can be concluded that MOBA game addiction does not correlate with aggressive behaviour on adolescent, because the moral development of adolescence can distinguish which is good and bad, so adolescence do not need to imitate aggressive behaviour they see in MOBA game and focused more into their gameplay.

Keywords: *Adolescent, Online Game addiction, MOBA, Aggressive behaviour*